

```

class node_t{
public:
    node_t();
    node_t(const node_t& node);
    ~node_t();
    const node_t &operator=(const node_t &n); // Copy assignment operator

    unn_t unn;
    gnn_t vid;
    unsigned char flags;
    unsigned short owner[2];
    std::vector<unsigned int> CE;

    // Nodewise field values.
    std::vector<field_t> fields;

    // Position.
    coord_t x[3];

    // Nodewise metric used for adaptivity
#ifdef USING_ADAPTIVITY
    metric_t metric[9];
#endif
};

```

